

IM-DOL-GWZP-UKV

# Dancing Stage MARIO MIX

TM



**KONAMI**

**Nintendo**

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**EmuMovies**

INSTRUCTION BOOKLET



NINTENDO  
GAMECUBE

16267461



*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



Thank you for selecting the DANCING STAGE MARIO MIX™ Game Disc for your NINTENDO GAMECUBE™ System.

**WARNING:** Please carefully read the precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.



**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR  
SAVING GAME PROGRESS,  
SETTINGS OR STATISTICS.**



**LOOK FOR THIS ICON ON  
NINTENDO GAMECUBE  
GAME PACKAGING FOR  
GAMES DESIGNED TO  
USE THE ACTION PAD.**



**THIS GAME SUPPORTS 50HZ  
AND 60HZ MODE.**

**Nintendo**

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## Introducing the NINTENDO GAMECUBE Action Pad

To play the game, move your feet in time to the beat of the dance music. For maximum enjoyment, we recommend that you play using the Action Pad.

**IMPORTANT:** Please carefully read the NINTENDO GAMECUBE Action Pad Instruction Booklet before using the Action Pad.

## CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks and allow them to return to the correct neutral position, then hold down the X Button, Y Button and START/PAUSE simultaneously for 3 seconds.





## Let's Dance, and Perform Miracles on the World

The Music Keys locked away in Truffle Towers are magic spheres that contain the power of music. One day, someone came along and unlocked the spheres, and the world is now awash with music. If things go on this way, the world will be completely engulfed in chaos and discord.

Your job is to recover the Music Keys – now scattered all over the world – by performing miracles of dance to bring them back under lock and key again.

### MARIO

Our hero needs no introduction. This time, he dazzles with dance in the attempt to rescue the Music Keys.



### LUIGI

The green hat suits Mario's younger brother to a tee. Not to be outdone by Mario, he turns in some magnificent moves!



### TOAD

Realising that the Music Keys have been unlocked, he asks Mario and the gang for help.



"Miracles are happening through dance!"

### WALUIGI

"Ha-ha-ha, it's mine at last!!"

Luigi's arch enemy, who gets his hands on the Music Keys and tries to become the world's top dancer.



### BOWSER

Lord of Bowser's Castle, a fortress surrounded by a valley of magma. He has his sights on the Music Keys, but for who knows what purpose?



"Now to realise my ambition!"



## Controls

The game controls and operation for **DANCING STAGE MARIO MIX™** are described below. This Instruction Booklet refers specifically to the Action Pad unless otherwise stated.

### NINTENDO GAMECUBE Action Pad

Operations performed while dancing are shown in **red**, others in **black**. For information on how to play minigames, check out the explanations that appear before they start.

#### Z Button

- Select a character to use (see page 16)
- Switch Player Information (see page 16)
- Turn the MUSH MODE ON and OFF (see page 19)

#### START

- **Stop dancing (step and hold)**
- Start dancing
- Start a minigame
- Open the **Pause Menu Screen** (on the **Story Screen**)

#### A Button

- CONFIRM

#### B Button

- GO BACK

#### Arrow Buttons

- **Perform a dance step**
- Choose an option



### NINTENDO GAMECUBE Controller

The way to use the NINTENDO GAMECUBE Controller is described below. The RUMBLE Feature can be turned ON and OFF with the RUMBLE setting on the **Option Screen** (see page 23).

#### Z Button

- Select a character to use (see page 16)
- Switch Player Information (see page 16)
- Turn the MUSH MODE ON and OFF (see page 19)

#### Control Stick

- Choose an option

#### Y Button

#### X Button

#### A Button

- CONFIRM

#### B Button

- GO BACK

#### + Control Pad

- Choose an option

#### START/PAUSE

- Start a dance or minigame
- Open the **Pause Menu Screen** (on the **Story Screen**)
- Stop dancing (press and hold)

### Operations performed while dancing

Operation			Buttons
Right step	Right	Right	
Up step	Up	Up	
Left step	Left	Left	
Down step	Down	Down	
Stop dancing	Press and hold START/PAUSE.		

Operations done with steps can also be performed using either Control Stick or + Control Pad or the buttons shown in the chart.



### Things to remember when using the Action Pad

- Watch small children when they are using the pad to be sure that they use it properly and do not injure themselves. Small children should be supervised by an adult to ensure safe use of the pad.
- The Action Pad is not suitable for children under 3 years – the cable can coil around the body during use and small parts can be produced if the pad is damaged.
- Step on the pad only in your bare feet. Do not wear socks, shoes or stockings, which can slip or slide on the pad surface and cause you to slip or fall. Shoes may damage the pad's sensors.
- Use the pad away from hard furniture, the television monitor and other objects that could hurt you in a fall. Position cushions around the pad, so that they will break any fall.
- Do not use the pad on extremely hard surfaces, like concrete or pavement.
- If the pad becomes wet with sweat or other liquid, it may become slippery and dangerous to use; stop playing and dry the pad thoroughly before using it further.
- If you have heart, respiratory, back, joint, or orthopaedic problems, high blood pressure, or if you are under a doctor's orders to restrict activity, do not use the pad without first consulting your doctor.
- Do not use the pad if you are under the influence of alcohol or other drugs that can impair your balance, perceptions, and judgement.
- Do not wear shoes, as they can damage the pad's sensors.
- Keep the pad away from stoves, heaters, and other heat sources which can damage it.
- When using the Action Pad, keep in mind the time of day and monitor the vibration, sound levels, and other effects produced by the game to ensure that you do not disturb others living close by.

- Lay the Action Pad out on the floor. Smooth out any wrinkles or folds and clean any dust or other foreign material from the surface. Move the Action Pad away from the NINTENDO GAMECUBE as far as possible without putting strain on the cord.
- Do not play with the pad if you are currently consulting a doctor, if you are pregnant, or if you are in bad health.

The operation of the Action Pad will vary depending on the type of game you are playing. Read the game instruction booklet for specific information on how to use the Action Pad for that specific game.

### Getting Started

Put the DANCING STAGE MARIO MIX Game Disc into the NINTENDO GAMECUBE and insert a NINTENDO GAMECUBE Memory Card into Slot A. Close the Disc Cover and press the POWER Button.

Now the **Language Selection Screen** will appear. Choose by stepping up or down to one of the five languages: ENGLISH, DEUTSCH (German), FRANÇAIS (French), ITALIANO (Italian) or ESPAÑOL (Spanish). Step on the A Button twice to confirm your choice.

After selecting a language, the **Title Screen** appears.



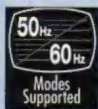


## 60Hz Mode

This game can be set to a better display with higher quality on TVs that support **60Hz Mode** (PAL60 compatibility).

To activate **60Hz Mode** select 60HZ MODE when the message THIS GAME IS COMPATIBLE WITH 60HZ MODE. PLEASE SELECT MODE. is displayed. The mode last used when playing with the NINTENDO GAMECUBE will appear highlighted. If you do not make any choice the game will choose this mode automatically. If the TV display does not appear properly after you selected 60HZ MODE, please turn the NINTENDO GAMECUBE off, turn it on again and select 50HZ MODE.

When you connect the NINTENDO GAMECUBE RGB cable (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy a smoother game screen with less flicker.



## Title Screen

When you step on START on the **Title Screen**, the Memory Card in Slot A of the NINTENDO GAMECUBE is checked, allowing you to create a save file. You can play with no save file, but the results of the game will not be recorded. If you already have a save file, it will be loaded automatically.



## Selecting Modes

When the **Main Menu Screen** appears, step on the Arrow Buttons to choose the mode you want to play in. Step on the A Button to confirm your choice.



## STORY MODE

For 1 Player (see page 16)

In this mode, you choose either Mario or Luigi and work your way through the game by following the story. Songs and minigames that you unlock in STORY MODE are available for you to play in FREE MODE or MINIGAME MODE.



## FREE MODE

For 1 to 2 Players (see page 19)

In this mode, the choice of song is up to you, and you can even play with 2 players.



## MINIGAME MODE

For 1 Player (see page 20)

Take your pick from the minigames you played in STORY MODE.



## INFORMATION

(see page 21)

Check out information about unlocked minigames and songs.



## RECORDS

(see page 21)

Check out your dance scores by SONG, MODE or DIFFICULTY LEVEL.



## WORKOUT

(see page 22)

Set up calorie counts to use as part of your diet.



## OPTIONS

(see page 23)

Configure the various different game SETTINGS, such as voice and screen display.

## SAVING

This game has an auto-save feature that saves your results automatically when you finish a dance or a minigame. In order to save you must have a NINTENDO GAMECUBE Memory Card with **at least 2 blocks of free space inserted into Slot A** to create a save file. You can only have 1 DANCING STAGE MARIO MIX save file per Memory Card.

- Please refer to the NINTENDO GAMECUBE Instruction Booklet for directions on how to format and erase Memory Card files.
- Do not remove the Memory Card and do not turn the power off while the game is saving. Doing so will cause malfunctions to the NINTENDO GAMECUBE and/or Memory Card.



## Performing Steps

Dance to the music, timing your steps with skill, and your Dance Meter will increase.

### Dance Screen Layout

On the **Dance Screen**, arrows appear in time to the beat.



#### Dance Meter

Time your steps right and watch it increase.

#### Step Zone

Step when the arrows that rise up the screen are positioned over this row.

#### Arrows

The arrows flow from the bottom of the screen to the top. Sometimes, a gimmick (see page 14) will appear in place of an arrow.

#### Difficulty

The difficulty of the song.

#### SCORE

Your current points score.

### Playing VERSUS MODE

When you choose VERSUS MODE (see page 19) in FREE MODE or play against a boss character, 1P appears on the left of the screen and 2P (or COM) on the right.



1P

2P/COM

### Match Your Steps to the Arrows

When the Step Zone and arrows overlap, step on the arrow that points in the corresponding direction. Your Dance Meter will rise if you time your steps right and fall if you mistime a step or get the wrong Arrow Button.

Step up

Step to the left

Step to the right

Step down



#### Timing Appraisal

There are 5 different ratings: PERFECT, GREAT, EARLY, LATE and MISS...



### Work a COMBO!

The COMBO starts as you complete four successive steps and the COMBO Score increases until you get an EARLY, LATE or a MISS... You can check the highest COMBO Score in RECORDS (see page 21).



Current COMBO Score



## The MUSH MODE

In some songs, you'll see various different gimmicks appearing along with the arrows. Take a good look at how to step when you see a gimmick, and find out what they do. **Various other gimmicks will turn up as well as those introduced here.**

If you turn OFF HELP (see page 23) on the **Option Screen**, no description of the MUSH MODE will appear before you dance.

### Goomba

Time your step for when he's over the Step Zone, just as you would with an arrow.



### Koopa

He flips over when you step on him, so step on him again. Time your second step just right, and a Koopa shell will roll down the screen, eliminating any arrows it hits.



### Ice Spinies

Your Dance Meter will be severely diminished if you step on one of these. Best avoided!



### Boo

Make a wrong move stepping on an arrow or a Boo, and you'll find yourself impeded by a giant Boo blocking out the screen.



## Performance Ratings

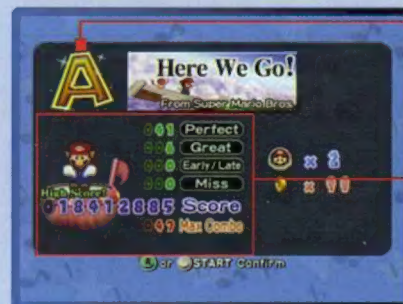
When the dance ends, the result is determined on the basis of the Dance Meter. The word **CLEARED** will appear if you've completed the dance successfully, and the word **FAILED** if you haven't. If the Dance Meter becomes empty during a performance, you'll be given a **FAILED** at that point.

CLEARED

### Results Screen

When you successfully complete a performance, your final dance level is displayed based on your score. If you're playing against the CPU, the player with the highest score is the winner.

When you've checked the result, step on the A Button or START.



#### Dance Level

There are 5 ratings (in descending order): A, B, C, D and F.

#### Result

The number of steps completed is shown for each timing category, together with the score and MAX COMBO (highest COMBO Score).

### To Stop Dancing During a Performance

If you step and hold on **START** during a performance, the dance will stop and you will be taken to the **Results Screen**. Be careful about doing this in **STORY MODE** (see pages 16–18), as the result will be a **FAILED**.



## Story Mode

A SINGLE MODE in which you work your way through the story, performing various dances and playing different minigames as you go.

### Starting STORY MODE

Choose STORY MODE on the **Main Menu Screen** (see pages 10–11) to display the screen shown on the right. To play the game from the start, choose START NEW GAME.



Once you see the ending, START NEW EX GAME becomes available for selection.

### New Game

On the **Character Selection Screen**, choose whether you want to play with Mario or Luigi. Switch to the Player Information (see page 22) you want to use with the Z Button. Once you've picked your character and chosen your course, the game begins.



For example, if you choose the EASY course, the difficulty level of the dance will be easy.

### Load Saved Game

Resume from where you left off last time. You can change the Player Information on the **Character Selection Screen** before you start playing.

## Story Screen

The game develops mainly on the **Story Screen**. Use the A Button to move the discussion along, and go for a high score once the dance or minigame starts. Do well, and you'll earn yourself a stack of coins.



### Lives remaining

Decreases by 1 if you opt to continue after a GAME OVER.

### Coins

Use them to buy items.

### Discussion Message

### Pause Menu

Step on START on the **Story Screen** to bring up the **Pause Menu Screen**, where you can check the items in your possession. You can also change the SETTINGS (see page 23). To resume the game, choose RETURN TO GAME. Choose QUIT GAME to exit the game and return to the **Main Menu Screen**.

## The World Screen

As you move around the world on your way through the story, the **World Screen** appears. Step on the A Button to continue with the story, and the B Button to return to the **Main Menu Screen**.







## Performing a Dance / Playing a Minigame

Whenever a dance or minigame starts, some information about it will appear at the beginning. Once you've checked to see what it says, step on the A Button or START to start playing.



## Performance Ratings

- CLEARED** Clear the song and earn yourself some coins. How many depends on your performance.
- FAILED** GAME OVER – you are taken to the **Results Screen**.
- FINISHED** Appears when you successfully complete a minigame. The number of coins you have will go up or down depending on your performance. If you feel that you performed poorly, step on the Z Button and give the minigame another bash.



## Items

As the story unfolds, you'll be able to buy items to use before you dance. Step on the Z Button while the dance information is displayed and choose between BUY AN ITEM and USE AN ITEM.

You can sometimes buy items during the story as well.

## Examples of Items



### Max Drink

Use this, and the dance will start with the Dance Meter on full.



### 1-UP Mushroom

The number of lives Mario and Luigi have left rises by 1.

## Continue

If you choose YES on the **Continue Screen**, the number of lives remaining decreases by 1 and you can resume the game.

Choose NO to return to the **Main Menu Screen**. You cannot continue if you have 0 lives remaining.



## Other Modes

The game comes with plenty of other game modes besides STORY MODE.



## FREE MODE

This mode allows you to choose and play songs that you played in STORY MODE. First choose either SINGLE MODE or VERSUS MODE, then pick your character.

VERSUS MODE is available when two Action Pads or NINTENDO GAMECUBE Controllers are plugged into Controller Sockets 1 and 2. A second Action Pad is sold separately. Please contact the Nintendo Service Centre to receive information on how to get it.



## Choosing a Difficulty

Use  $\leftarrow \rightarrow$  to choose a song. Step twice on  $\uparrow \downarrow$  to change the difficulty level and the Z Button to turn the MUSH MODE (see page 14) ON and OFF. The dance starts when you step on the A Button or START.



### Song Title

The best dance level (see page 15) achieved previously is shown next to the title.

### Settings

Turn MUSH MODE OFF to prevent gimmicks from appearing while you dance. DIFFICULTY is the difficulty level of the dance.

### High Score

The highest score achieved playing the song with the current SETTINGS.



## MINIGAME MODE

You have a free choice of the minigames you played in **STORY MODE** (see pages 16–18). Use **↔** to choose a minigame and the **Z** Button to select either Mario or Luigi. Use the **A** Button to start the game.

If you turn **OFF HELP** (see page 23) on the **Options Screen**, no operating instructions will appear before the minigame starts.

### Examples of Minigames

There are plenty of other minigames to enjoy as well as those shown here.

#### WHACK-A-GOOMBA

Keep bashing Goombas down, no matter where they pop up.



#### WHEE!

Bounce in time with the trampoline.



#### CHAIN-CHOMP CHASE

Make it fast, there's a Chain-Chomp on your heels.



## INFORMATION

A message is shown here whenever a song or minigame is added to **FREE MODE**. You'll know there's a new message for you to check if the word **NEW** appears above the **INFORMATION** icon on the **Main Menu Screen**.



## RECORDS

View your dance scores. Use the **A** Button to select the mode you want to view, and **↔** to change the difficulty. Choose a song with **↕** to show the scores.



### Action Pad Icon

Appears when you performed the song on the Action Pad.





## The WORKOUT

When you register **PLAYER INFORMATION**, the number of calories that you consumed while performing on the Action Pad is calculated so that you can use them as part of your diet. This mode allows you to configure the settings for doing so.

Choose where you want to register the information, step on the A Button, then enter your name on the **Name Entry Screen**. Choose and register your current weight.



### Registered Players

Choose the player and step on the A Button to open the menu, which allows you to amend the Player Information.

### PLAYER INFORMATION

#### WEIGHT

Current registered weight in kilograms.

#### CALORIE HISTORY

The number of calories consumed in recent dances (CAL).

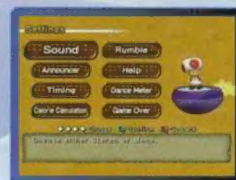
#### TOTAL CALORIES SPENT

The total number of calories in the CALORIE HISTORY.

## OPTIONS

The game has a number of different **SETTINGS**. Choose an item, use  $\leftarrow \rightarrow$  to change the setting, and then step on the B Button. Press the B Button again to return to the **Main Menu Screen** when you've finished.

Once you've changed a setting, the setting will be saved when you return to the **Main Menu Screen**.



### SETTINGS

#### SOUND

Choose from STEREO and MONO.

#### ANNOUNCER

Turn the Dancing Commentary during a dance ON and OFF.

#### TIMING

Adjust the timing with which the arrows appear between -16 (fast) and +16 (slow). The default setting is 0.

#### CALORIE CALCULATION

Allows you to set the way the calories are counted. If set to **FREE**, the calories are counted every time you make a step. If set to **REGULATION**, the calories are only counted when your steps match the arrows.

#### RUMBLE

Turn the vibration ON and OFF (**NINTENDO GAMECUBE Controller only**).

#### HELP

If turned OFF, no explanation of gimmicks or minigames will appear.

#### DANCE METER

Allows you to set the amount by which the Dance Meter decreases when you make a mistake in **FREE MODE** between **LEVEL 1** (does not decrease by much) and **LEVEL 4** (decreases considerably). The default setting is **LEVEL 2**.

#### GAME OVER

If set to **TO THE END**, you'll be able to play the song to the end, even if the Dance Meter is empty in **FREE MODE**.



## Credits



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## The PEGI age rating system:

Age rating  
categories:



**Note:** There  
are some local  
variations!

Content  
descriptors:



For further information about the Pan European Game Information (PEGI)  
rating system visit:

<http://www.pegi.info>



## 24 MONTHS WARRANTY

For a period of 24 months from the date of original purchase by a consumer within the European Economic Area Nintendo of Europe GmbH warrants to the purchaser that this product is free from defects in material and workmanship at the time of such purchase and, further, Nintendo will, without charge to the purchaser, at its complete discretion either repair or replace the defective product.

- This warranty does not apply if the defect is caused by the purchaser's and/or any third party's negligence, unreasonable use, modification, inappropriate repair, use of the product otherwise than in conformity with Nintendo's instruction manual or as a result of accidental damage.
- This warranty does not apply to products which have been used prior to the date of original purchase, whether for rental purposes or otherwise.
- This warranty does not affect any statutory rights which the purchaser of consumer goods may have.

In case of a defect covered by this warranty please contact:-

**Nintendo Service Centre**  
**Codestorm House, Walton Road, Farlington, Hampshire, PO6 1TR**  
**Tel: 0870 60 60 247**

(Calls are charged at the National Rate to the caller)

When sending the product to the Nintendo Service Centre, please use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

If the 24 months period has already expired or if the defect is not covered by this warranty, Nintendo of Europe GmbH may still be prepared to repair or replace the product. For further information about this and in particular the details of any charges for such services please contact:-

**Nintendo Service Centre**  
**Tel: 0870 60 60 247**

(Calls are charged at the National Rate to the caller)

**THIS WARRANTY DOES NOT APPLY TO EX-RENTAL  
 OR SECOND-HAND PRODUCTS.**



Call our 24 hour automated games hotline for assistance on selected Nintendo software. The games on this line are being updated frequently.

To call the automated hotline, dial

**09067 53 50 40**

(touch-tone phones only, please dial carefully).

Calls to the automated hotline currently cost 75 pence per minute (charge correct at time of printing – September 2005 – but is subject to change without prior notice).

A call to the automated hotline will cost no more than £3 and your call may be brought to an end automatically in order to ensure that this cost is not exceeded.

You must gain the permission of the person responsible for paying the telephone bill before phoning the automated hotline.